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| --- | --- | --- | --- | --- |
| Week | faiz | hermie | marc | michael |
| 3 | Vehicle Movement/Controls | Entity Stubs for NPC’s, background objects, idle animations | Level Layout, 1st Iteration Assets, On-foot/Vehicle Entity Stubs | On-foot Movement/Controls |
| 4 (prototype) | Controls, physics | Map layout, NPC animation | Background asset, crop NPC assets, NPC stubs | On-foot controls, enter/exit vehicle |
| 5 | Collision Helper Class, Goal Marker Stubs | Vehicle/Pedestrian AI | Map Panning, Car Physics | HUD, goal arrows(?) |
| 6 | Goal Marker Stubs, Start/Complete missions | Finish Vehicle, Pedestrian AI | Collisions, Building assets & stubs | HUD |
| 7 (minimum deliverables) | Mission Details, Goal Arrows | Collision Details | Enter/Exit proximity, Populate Map, fix car color issue | Scoreboard |
| 8 | Intro Screen | Sound Effects, AI | Map, AI | Money System |
| 9 | Debugging, mini map | Debugging, sound effects | Debugging, finish map, AI | Debugging, money system implementation |
| 10 (project completion) |  |  |  |  |

Green Text: Completed task on time.

Red Text: Incomplete or removed Task, may need to be re-assigned.

Green/Red Text: Partially complete.